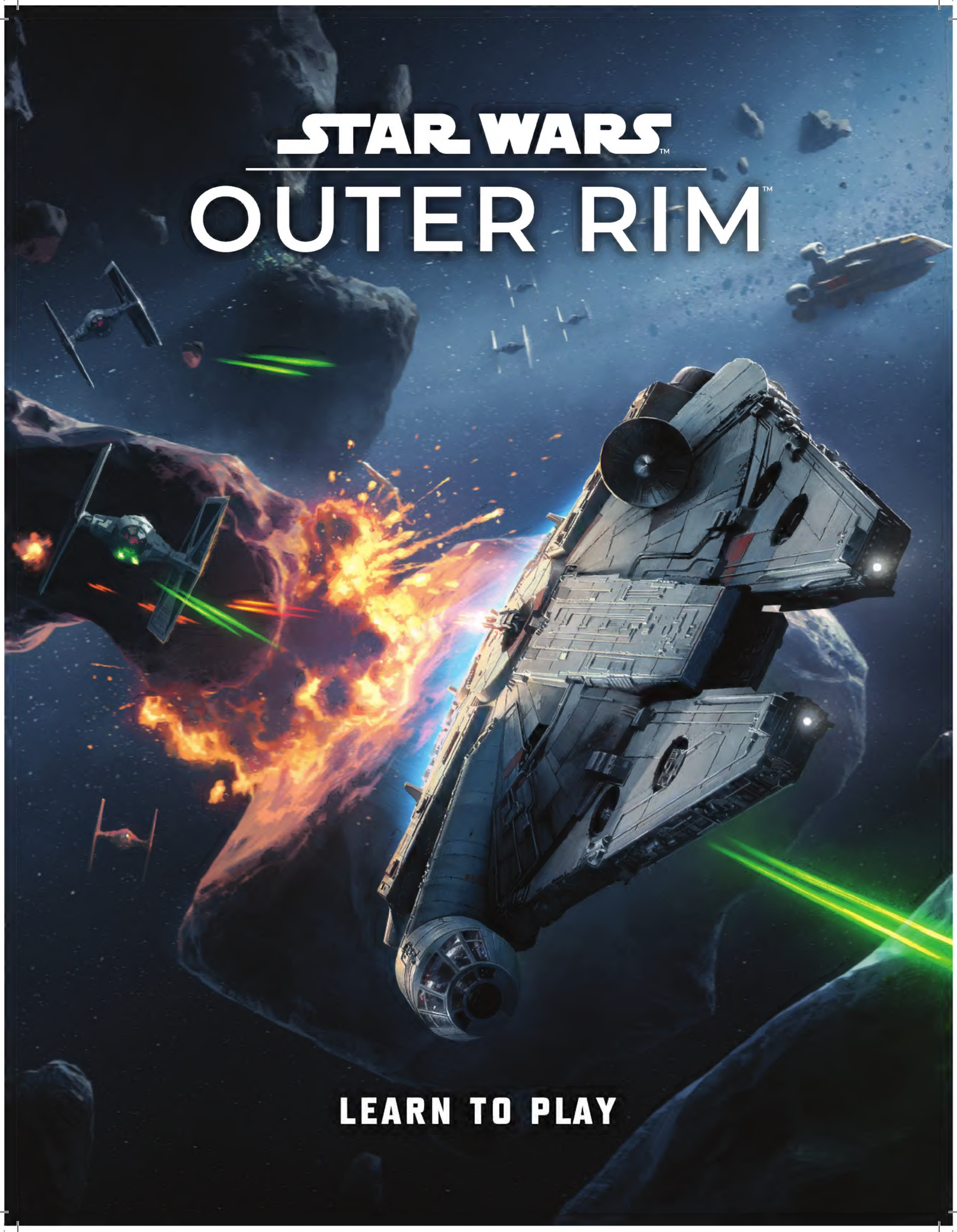

STAR WARS™
OUTER RIM™
LEARN TO PLAY

GAME OVERVIEW

Take on the role of a bounty hunter, smuggler, or mercenary and make your mark on the galaxy. Travel the Outer Rim in your personal ship, hire famous *Star Wars* characters to join your crew, and work for or against the Rebels, Empire, Hutts, and crime syndicates.

The goal of the game is to accumulate enough fame to become a living legend. Fame represents stories of your deeds that have spread across the galaxy and how much other mercenaries fear and idolize you.

USING THIS BOOK

The purpose of this book is to teach new players how to play *Outer Rim*. It is recommended that players read this book in its entirety before playing their first game.

This game also includes a Rules Reference, which explains detailed rules and special exceptions that are omitted from this book. As questions arise during the game, consult the Rules Reference.

Key Concept: Databank Cards

The databank is a deck of numbered cards that is never shuffled. At certain times during the game (such as setup), you will need to retrieve a specific numbered card from this deck. Simply thumb through the card backs until you find the correct number, draw the card, and resolve it.

To make it easy to find the card you need, keep this deck in numeric order with the #1 cards on the top and the #92 cards on the bottom. When a player discards a databank card, return it to the deck in the proper place.

If there are multiple cards with the same number (shown on the card back as multiple dots under the number), simply draw a random card of that number from the deck.

The Back of a Databank Card

COMPONENTS

12 Ship Sheets

4 Player Boards
(with 4 Plastic Fame Markers)

16 Reputation Tokens
(4 per faction)

22 Contact Tokens

16 Patrol Tokens
(4 per faction)

8 Character Standees
(with 8 Plastic Stands)

40 Damage Tokens

60 Credit Tokens (1,000 x40,
5,000 x16, and 10,000 x4)

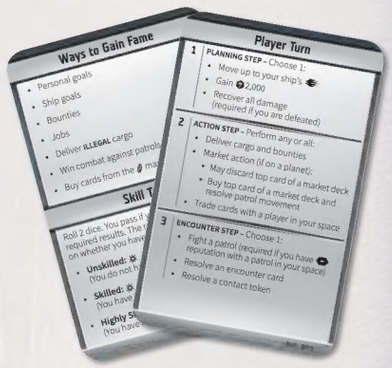
1 Rules Reference

70 Encounter Cards
(10 per type)

70 Market Cards

53 Databank Cards

8 Character Cards



4 Reference Cards

12 Goal Tokens

2 Map Endcaps

10 AI Cards

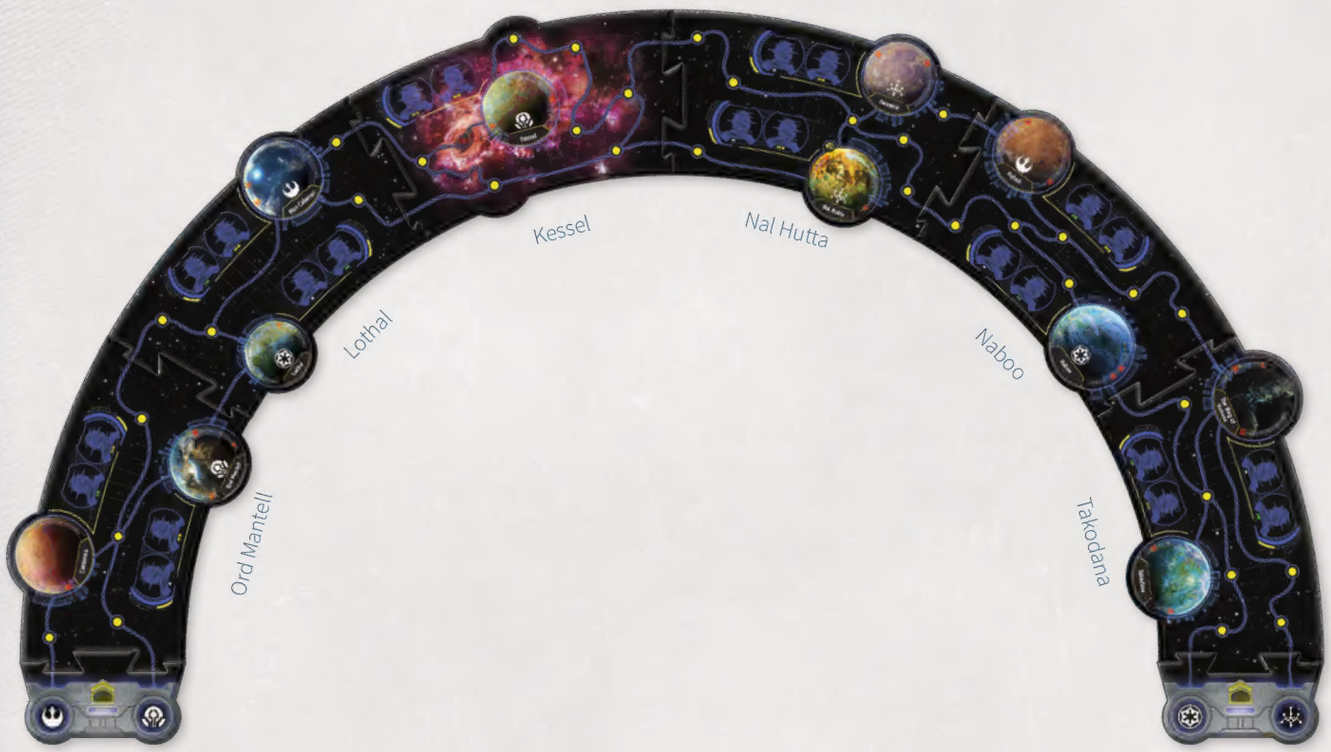
6 Map Tiles

6 Dice

SETUP

Perform the following steps before playing the game. If playing a single-player game, there are some additional steps you need to follow (explained on pages 14–15).

1. **Build Map:** Use map tiles to build the map as shown below:



2. **Set Up Patrol Tokens:** Sort the patrol tokens by level (the white dots on the back of the tokens). Place each level-1 token faceup on the navpoint space (yellow circle) adjacent to the endcap space that has a matching faction icon.

   Take the remaining patrol tokens and create four stacks of facedown tokens, **one for each faction**, by arranging the tokens in numerical order by level. Each stack should have its level-4 token on the bottom of the stack and its level-2 token on the top of the stack. Place each stack of tokens on the endcap space that has a matching faction icon.

3. **Set Up Contacts:** Gather all contact tokens facedown and mix them together to randomize them. Then, place one contact token facedown on each contact space on the map, making sure that the color and number of pips on the space match those on the token.

4. **Create Token Supply:** Separate the credit, damage, and goal tokens into piles, placing them within easy reach of all players.

5. **Choose Characters:** Each player rolls all six dice. The player who rolled the most ✸ and ✲ results is the first player. Starting with that player and proceeding clockwise around the table, each player chooses a character and receives the following components:

   a. 1 character card with "Personal Goal" side faceup

   b. 1 character standee matching their chosen character

   c. 1 player board with a plastic fame marker in the "0" space of the fame track

   d. 4 reputation tokens (1 of each faction). Place them on the reputation tracks of the player board, covering that faction's icon (reputation is described later).

   e. 1 starter ship sheet, flipped to the side of their choice (either the G9 Rigger or the G-1A Starfighter)

   f. 1 reference card

   g. Credit tokens (the amount varies). Starting with the first player and proceeding clockwise, players receive: 4,000 credits, 6,000 credits, 8,000 credits, and 10,000 credits.

6. **Character Setup:** Players simultaneously follow the setup instructions at the bottom of their character card.

   a. Each player takes the databank card specified on their character card (see "Key Concept: Databank Cards" on page 2). If the databank card is labeled as "Cargo," they place the card above their ship sheet in the "Cargo" slot. Otherwise, they place the card below their player board in one of the "Job or Bounty" slots.

   b. Each player places their character standee on the map on the starting planet listed on the databank card they just drew.

   c. If the setup instructions provide **REPUTATION**, the player moves the listed faction's reputation token up or down to the specified space (either the ⊕ or ⬬).

7. **Set Up Decks and Sheets:** Set up the card decks as follows:

   a. Separate the market cards into six different decks according to their card backs. Shuffle each deck and place them facedown in a row below the map. Then reveal the top card of each deck and **place it faceup** on the top of its deck.

   b. Separate the encounter cards into seven different decks by card back. Shuffle each deck, and place them facedown next to the map, near their corresponding planets.

   c. Keep the databank deck in order, within easy reach of all players.

   d. Keep the unused ship sheets in a pile out of the way. This is the supply of unused ships, and players will be able to acquire these ships during the game.

You are now ready to begin playing the game.

PLAYING THE GAME

"He made a fair move. Screaming about it won't help you." —C-3PO

Even though this game is about scoundrels and mercenaries, the game is structured in a fair and civilized way. Starting with the first player and proceeding clockwise, each player takes a turn. On your turn, perform the following three steps in order.

1. **Planning Step:** You may move, recover all damage, or gain 2,000 credits.
2. **Action Step:** You may perform any number of actions, including buying cards from the market and delivering cargo and bounties.
3. **Encounter Step:** You resolve a single encounter, usually by drawing an encounter card corresponding to your space.

The full details of each step are described later in this book and are summarized on your reference card.

After resolving your encounter step, your turn is over and the player seated to your left begins their turn. Continue resolving turns in this manner until a player wins the game.

WINNING THE GAME

"Everything you've heard about me is true." —Lando Calrissian

Regardless of the path you take, the goal of *Outer Rim* is to become the most famous (or infamous) mercenary in the galaxy.

The first player to acquire 10 fame wins the game. The game ends as soon as a player acquires enough fame to win.

For your first game, each player's goal is 8 fame instead of 10. This allows players to learn the game in a reasonable amount of time.

You can gain fame in many different ways, such as:

- Completing goals on character cards and ship sheets
- Completing bounties and jobs
- Delivering illegal cargo
- Winning combat against level-2 and level-3 patrols
- Using cards from the luxury market deck ( )

All of these options are described in detail later in this book and summarized on your reference card.

Each time you gain fame, advance your fame marker by the amount gained.

This player has 10 fame, enough to win the game.

Some abilities affect the most famous player (i.e., the player with the most fame). If multiple players are tied for the most fame, they are all considered the most famous player. This means that at the start of the game, every player is the most famous player.

Key Concept: Reputation

"Jabba's through with you. He has no time for smugglers who drop their shipments at the first sign of an Imperial cruiser." —Greedo

The decisions that you make will influence what the factions of the galaxy think of you. For example, if you steal from Jabba, you might lose reputation with the Hutts.

There are four factions in the game, and their names and icons are shown on page 16.

Your reputation with each faction is marked on your player board using a reputation token. You always have one reputation token for each faction, and each token can be in one of three spaces on its reputation track:

- **Positive Reputation:** A token on the top space of its reputation track represents that the faction sees you as a valuable ally. Effects from encounter cards and patrols may reward you for this (explained later).
- **Neutral Reputation:** A token on the middle space of its reputation track represents that the faction neither hates you nor trusts you. You will not gain benefits or penalties from this faction.
- **Negative Reputation:** A token on the bottom space of its reputation track means that the faction sees you as an enemy and a threat. Effects from encounter cards and patrols may punish you for this (explained later).

Many effects can make you gain or lose reputation with a faction. When you gain a reputation with a faction, move that faction's token one space up toward the positive space. When you lose a reputation with a faction, move that faction's token one space down toward the negative space.

If you have positive reputation with a faction, any additional reputation gained has no effect. Likewise, if you have negative reputation with a faction, any additional reputation lost has no effect.

Example of losing 1 Rebel reputation while having Rebel reputation.

PLANNING STEP

"Ready for light-speed? One... two... three!" —Han Solo

During the planning step, you prepare yourself for action. Choose and resolve **one** of the following options:

- Move your character on the map (explained below).
- Recover all damage from your character **and** ship. Damage is usually acquired during combat and is described in detail later.
- Gain 2,000 credits. This represents you spending time doing an odd job such as a temporary security gig, herding nerfs, or running a scam.
- Some card abilities are preceded by the bold word "Planning." Simply resolve the ability on the card.

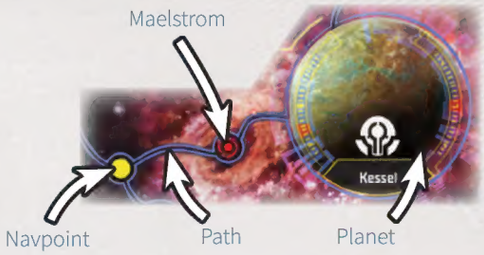
After you resolve your chosen option, proceed to the action step.

Movement Rules

Whether you choose to hunt bounties, smuggle cargo, or partake in other illicit activities, you will need to travel the galaxy to accomplish your goals.

If you choose to move during the planning step, move your character on the map a number of spaces up to your ship's hyperdrive value ( ).

There are three types of spaces: planet spaces, navpoint spaces, and the Maelstrom space. Spaces are adjacent if they are connected by a path.



Interrupting Movement

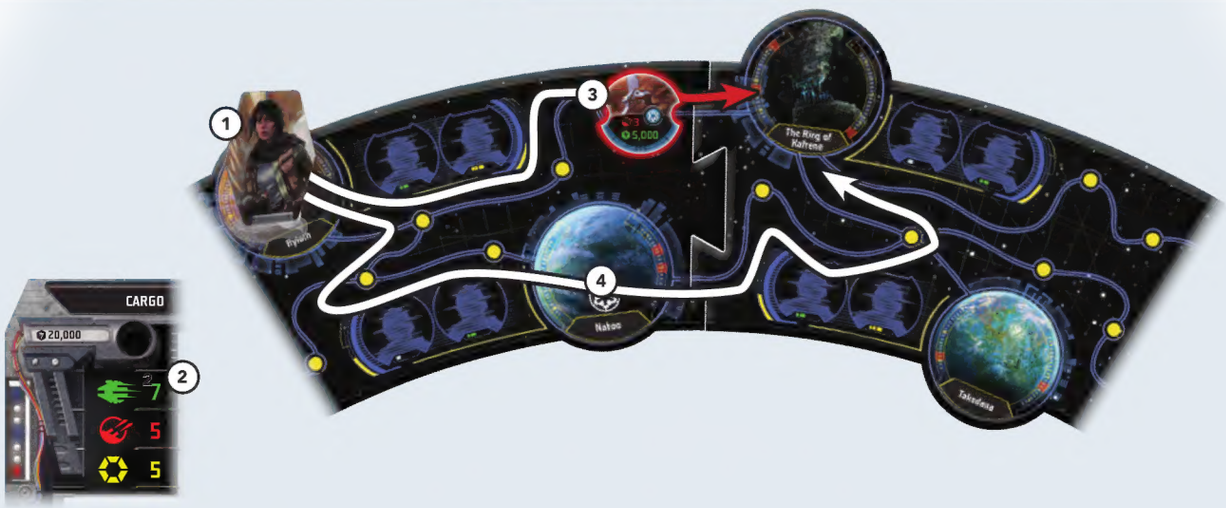
There are two elements that prevent you from moving through them: the Maelstrom space and patrols.

If you move into the Maelstrom space, you must stop moving (end your planning step and proceed to your action step).

If you move into a space that has a patrol token, **you must stop moving** unless you have positive ( ) reputation with that patrol's faction (read the "Key Concept: Reputation" sidebar on page 6). For example, if you have Imperial reputation you can freely move through Imperial patrols. Patrols are described in more detail later.

The Maelstrom and patrols interrupt your movement only when you move into their space, not when you move out of their space on a subsequent turn.

Movement Example



1. Jyn Erso is on Ryloth and wishes to move to the Ring of Kafrene during her planning step.
2. Her ship has a hyperdrive value ( ) of 7, and the Ring of Kafrene is 4 spaces away.
3. However, an Imperial patrol is in the way. Since Jyn does not have Imperial reputation, she would have to stop in the patrol's space.
4. Instead of dealing with the Imperial patrol, Jyn takes the other route toward the Ring of Kafrene.

ACTION STEP

"Here it is...a T-14 hyperdrive generator! Thee in luck, I'm the only one hereabouts who has one...but thee might as well buy a new ship."
—Watto

Actions represent incidental activities that you can do. Unlike the planning and encounter steps, you can resolve **any number of actions** during this step. There are four actions you can perform, and you can perform each action once per action step:

- **Trade:** Exchange cards with another player in your space.
- **Market:** If on a planet, buy a card from a market deck.
- **Deliver:** Drop off cargo and bounty cards on their indicated planet to gain rewards.
- **Resolve an Action Ability:** Some card abilities are preceded by the bold word "Action". Simply resolve the ability on the card. You can resolve any number of card actions, though each ability can be resolved only once per turn.

After resolving your final action, proceed to the encounter step.

Trade Action

Choose another player in your space and exchange bounties, cargo, crew, gear, jobs, and mods.

Any number of cards can trade hands, and the trade does not need to be equal as long as both players agree to it.

Trading Credits and Promises

Although you are limited to trading cards during a trade action, you can exchange credits with other players at any time during your turn. This can be done from anywhere on the map (you do not need to be in the same space). This can even be done in the middle of an action (for example, while resolving a market action).

Players often trade credits for future promises. For example, you may give a player 1,000 credits to help that player out of a tight situation, under the condition that they give you 2,000 credits on their next turn. Such agreements are perfectly legal, but future promises are non-binding. This means the player may decide, when the time comes, to not actually give you the promised amount of credits back.

What Are Credits?

Galactic credits are the standardized form of currency used in the Galactic Empire. In the game, credits are denoted by the credit symbol (7) and are represented by credit tokens in various denominations.

Each player's credit tokens are kept by their player board. When a player spends credits, they return the required amount of credits to the supply of unused tokens, taking change from the supply as necessary.

Market Action

This action is the main way in which you can gain bounties, cargo, gear, jobs, and mods. You can only perform a market action if you are on a planet.

When you perform this action, you may choose a market deck and discard the top card of that deck (place the card facedown on the bottom of the deck). Then reveal the top card of that market deck and place it on top of the deck. This allows you to cycle cards in the deck to either find cards you want to buy or deny your opponents the cards they want to buy.

Regardless of whether or not you discard a card from a market deck, you may choose to **buy one card**. It can be the card on top of **any market deck**. After you buy a card, reveal the top card of that market deck and place it on top of the deck. If the revealed card has a patrol movement icon, resolve that icon (explained below).

Each market card has a credit cost in the top right corner (sometimes 0 credits). To buy a card, simply spend the amount of credits listed here (see "What Are Credits?" on the left). Then place the card under your ship sheet or player board in a slot that matches the card's type. For example, if you buy a cargo card, tuck it partially under one of the "Cargo" slots on your ship.

Each slot can hold one card. If you do not have an empty slot of that type, you may discard one of your cards to make room.

Some market cards have a trait listed before the ability, such as ILLEGAL, WEAPON, or ARMOR. Traits are always shown in all capital letters. They have no inherent effect, but may be referenced by other abilities.

Patrol Movement

After you buy a card from a market deck, you must reveal the top card of that market deck. If there is a patrol movement icon **on the revealed card**, you must move that patrol. Note that you only move patrols using these icons **after buying or gaining** a card from a market deck, not after discarding a card.

Each patrol movement icon has a faction and a distance. The faction indicates which patrol you move, and the distance indicates how many spaces the patrol moves toward you.

Distance Faction

If this card is revealed after you buy a market card, you must move the Rebel patrol three spaces toward you.

If there are multiple paths that lead toward you, you choose which path the patrol follows. However, if the patrol can possibly move to your space, it must move along the shortest path.

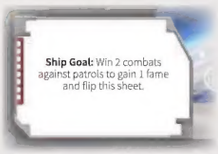
Patrols can freely move into and through the Maelstrom space and can end their movement in any space (even a planet or in the same space as another patrol). When a patrol ends its movement in your space, **do not fight a combat**. You will be required to encounter the patrol during your encounter step if you are still in that space and have negative reputation with the patrol's faction.

There is always one patrol of each faction on the map. If a patrol is destroyed, remove the token from the game and spawn a new patrol of that faction (explained later).

Patrols typically move when a player performs a market action; however, some card abilities may also instruct patrols to move. When this occurs, simply follow the instructions on the card.

Buying Ships

Cards in the market deck are usually new ships. When buying a ship, retrieve its ship sheet from the supply of unused ships. Your current ship sheet is returned to the supply, and the new ship is placed with its "Ship Goal" side faceup (shown on the left side of the sheet). Remove all damage from your ship, and keep all cards such as cargo, crew, and mods, placing them in the appropriate slots of your new ship.



A Ship Goal

Bartering

When buying a card, you may discard any of your cargo, gear, or mods to reduce the cost by the discarded cards' cost. Place the discarded cards on the bottom of their market deck.

When buying a ship, you always barter your existing ship and use its cost (shown in the upper left corner of the ship sheet) as a discount toward the ship you are purchasing.

You cannot gain credits back when bartering, you can only reduce the cost to a minimum of 0 credits.

Deliver Action

You will often gain bounty and cargo cards from market decks. These cards need to be brought to a specific planet to gain the reward. Note that bounties have other requirements as well, such as capturing a specific contact (explained later).

To deliver cargo, you simply need to be on the "Destination" planet listed on the card and perform a deliver action to gain the reward listed. Then discard the cargo card **to the bottom of its deck**.

Destination and Rewards on Cargo

If you have multiple cards to deliver to your current space, you can deliver them all during the same deliver action (resolve them in the order of your choice).

ENCOUNTER STEP

"You will never find a more wretched hive of scum and villainy."
—Obi-Wan Kenobi

After performing any actions, you will have an encounter in your space. This often involves having a story-based adventure on your planet, meeting a famous character from the ***Star Wars*** universe, or fighting a combat.

During your encounter step, you must **choose one** of the following options. The options are summarized below and explained in detail in the following sections.

- **Encounter a Patrol:** Fight a ship combat against a patrol token in your space. If you have negative reputation with a patrol in your space, **you must choose to encounter it** and you cannot perform other types of encounters.
- **Encounter Your Space:** Draw an encounter card matching your space.
- **Encounter a Contact:** Reveal and encounter a contact token on your planet. This will let you resolve a specific databank card that often provides crew.
- **Resolve an Encounter Ability:** Some card abilities are preceded by the bold word "Encounter." Simply resolve the ability on the card.

Encounter a Patrol

While traveling the galaxy, you will discover patrols belonging to various factions.

When you encounter a patrol, fight a ship combat against it (combat is described in detail later).

If you lose the combat, move the patrol one space in any direction.

If you win the combat, you **lose one reputation** with that patrol's faction. Then gain the reward listed on the patrol token (credits or fame) and remove the token from the game. Then **spawn one patrol** of that faction. To spawn a patrol, draw the top token from that faction's stack of patrol tokens and place the token faceup in the space adjacent to that stack of tokens.

Note that level-4 patrols are invulnerable (have "—" for their combat value). These patrols will always deal enough damage to defeat the player's ship, and they always win combat (do not roll dice for the combat).

Encounter Your Space

There are countless planets and stars in the galaxy, and each has a unique story to tell.

When you encounter your space, draw the top encounter card from the deck matching your space (i.e., the deck that depicts the planet you are on, or the navpoint deck). The front of each encounter card has up to three different sections. Resolve the section that matches your space by reading it aloud, and then discard the card facedown to the bottom of its encounter deck.

Rylsch
If you have or Rebel reputation:
A Rebel sympathizer offers to let you purchase a ship from her personal collection.
You may buy any ship sheet from the supply for its cost. Place the sheet on its "Ship Goal" side as normal. Then remove the ship's card from the market deck and reshuffle the deck.
If you have Rebel reputation:
You are caught in the middle of a firefight between Free Rylsch forces and a legion of stormtroopers. Your character suffers 3 damage. If you are not defeated, gain 1 Rebel reputation.
Naboo
A Rebel operative is seeding unrest. You consider turning her in to the Empire.
You may lose 1 Rebel reputation to gain 2,000 and 1 Imperial reputation. You can do this even if you have Rebel reputation.
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Boba Fett is on Naboo, so he resolves the Naboo section of his encounter card.

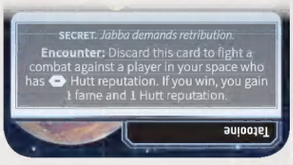
A section may be further divided by another condition, such as your reputation with a specific faction. Simply resolve the part of that section that matches your current situation.

Some encounter cards have a bounty, cargo, crew, job, gear, or mod listed at the bottom of the card. An effect on the card may instruct you to gain that bounty, cargo, crew, gear, job, or mod. When this happens, instead of discarding the card, place it in a matching slot of your player board or ship sheet. Tuck the card under your board or sheet to cover up the other sections on the encounter card.

Secrets on Encounter Cards

Some encounter effects are labeled as **SECRET**. Read this card **to yourself** (not aloud), and keep it hidden. Secrets are easily identified by being upside down and clearly labeled: "Secret."

You can resolve the secret's ability in the future by following the instructions on the card. Keep your secrets facedown on the table when you are not looking at them. Secrets do not take up slots on your ship sheet or player board.


SECRET: Jabba demands retribution.
Encounter: Discard this card to fight a combat against a player in your space who has Hutt reputation. If you win, you gain 1 fame and 1 Hutt reputation.
Tatooine

A Secret on an Encounter Card

Strategy Tips for Encountering Spaces

Some planets have faction icons on them. Encounter cards on these planets commonly allow you to gain reputation with that faction or reward you for having positive reputation with that faction.

Also note that the back of the encounter cards provide an overview of the most common rewards that appear on these cards. Keep this information in mind when choosing what type of encounter to resolve.

Encounter a Contact

You are not the only person of interest in the galaxy. Other mercenaries and members of the various factions can be found in cantinas and spaceports.

Each planet has two contact tokens placed next to it at the start of the game; these tokens are considered to be on the planet. To encounter a contact, choose one contact token on your planet and flip it faceup.

Then, retrieve the databank card listed on the contact (such as #12 above). Read the top section of the card and resolve its ability. Depending upon the outcome, the card may become a crew card. If you gain the crew, tuck the card under your ship sheet in one of your crew slots, so that only the crew portion of the card is visible.

If the ability did not allow you to keep the card, return the databank card to the deck.

Many abilities will discard the contact from the map. If the ability does not discard it, the token remains faceup in its space. Any player can encounter this contact as normal during their encounter step.

Greedo
Greedo has been hired by Jabba the Hutt to hunt down those who have wronged him.
If you have Hutt reputation, test Stealth. If you fail, your character suffers 2 damage.
If you have or Hutt reputation, you may test Influence. If you pass, gain the crew below and discard Greedo's token. If you would fail, you may spend 2,000 to pass this test instead.
Crew
Greedo
After you roll dice during ground combat, you may spend 1,000 to add 1
STEALTH
©LFL ©FFG 12

The Face of Databank Card #12

Some contacts have faction icons ( ) or the droid icon ( ). These icons have no inherent effect, but may be referenced by other abilities. Each contact token also has a **CLASS** (gray, green, or yellow). The class has no effect, but is used during setup and by bounties (explained later).

Secretly Looking at Contacts

Some abilities allow you to **SECRETLY** look at a contact token. To do this, slide the token off the map and look at its face, being careful not to show it to any other player. Then return the token facedown to its planet. You **cannot** look at the contact's database card at this time.

You can tell other players about the information on the token (or lie about it), but you cannot show the token to any other player.

ADDITIONAL RULES

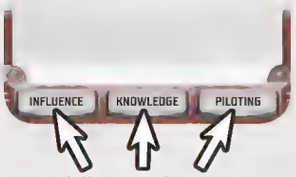
"You will soon learn to appreciate me." – Jabba the Hutt

You now have a basic understanding of how to resolve turns. However, there are other rules you need to know before you can play the game, including how to resolve skill tests, combat, bounties, and jobs.

Skill Tests

Characters and crew can have training in a variety of different skills, from Piloting to Tech. A character's skills define the sorts of things that the character is experienced in doing. For example, a character with the Piloting skill is a veteran pilot who can usually outmaneuver their enemies.

You, as a player, have all skills shown at the bottom of your character card plus any shown on your crew.



Skills on a Character

A Skill on a Crew

Many cards ask you to test a skill (for example: "Test Piloting") to see whether you successfully perform that task. You can always perform a skill test, **even if you do not have the specified skill** (you are just less likely to succeed).

When you test a skill, **roll two dice** to determine whether you pass or fail the test. You need to roll at least one of the necessary results in order to pass. The results needed depends on whether you have that skill.

- **Unskilled** *(you don't have the skill):* You need at least 1 crit (✲) to pass.
- **Skilled** *(you have the skill once):* You need at least 1 crit (✲) or hit (✷) to pass.
- **Highly Skilled** *(you have the skill more than once):* You need at least 1 crit (✲), hit (✷), or focus (👁) to pass.

The effect of passing or failing a test is defined on the card that initiated the test. If a test only has a pass effect or only has a fail effect, the outcome of the missing effect is simply that nothing happens.

Example: Han Solo is resolving an encounter card that says: "Test Piloting. If you fail, your ship suffers 1 damage." He rolls 2 dice and gets 1 blank and 1 hit (✷). Since his character card has the Piloting skill, he needs at least 1 hit (✷) or 1 crit (✲). He rolled 1 hit (✷) so he passes and does not suffer any damage.

Combat

Combat arises when a card instructs you to fight a combat (such as a bounty, explained later) or when you encounter a patrol (see "Encounter a Patrol" on page 9). Players cannot attack each other unless a card specifically allows a player to fight combat against another player.

Ground and Ship Combat

There are two types of combat: ground combat and ship combat. In ground combat, use your character's ground combat value (◒) and your character's health value (✥). In ship combat, use your ship combat value (◒) and your ship's hull value (✪).

When a card instructs you to fight combat, it will specify whether it is a ground or ship combat. When fighting a patrol, the combat is always a ship combat. When fighting combat against another player (when allowed by a card), fight a ground combat if you are on a planet, or a ship combat if not on a planet.

Resolving Combat

The basic rules of combat are simple. The attacker (the player currently taking their turn) rolls a number of attack dice equal to their combat value and totals the amount of damage rolled. Each hit (✷) rolled is 1 damage, and each crit (✲) rolled is 2 damage. Focus (👁) results deal no damage, but may be used by card abilities.

After the attacker totals their rolled damage, the defender performs the same process. Then, each player suffers damage equal to the amount of damage rolled by their opponent.

When a character suffers damage, place a number of damage tokens on that character card equal to the amount suffered. When a ship suffers damage, place a number of damage tokens on that ship sheet equal to the amount suffered.

The combat ends after both sides suffer their damage. If either player has an effect that requires a winner to be declared (such as a bounty that has an "if you win" effect), the winner is the player that rolled the most damage. If both players roll the same amount of damage, the attacker wins.

Combat against Patrols and Cards

When you are fighting a combat against a patrol or card, the player seated to your left rolls dice and makes decisions for that defender.

Unlike players, patrols and card enemies do not have a health or hull value, so they do not suffer damage. Instead, they have effects based on whether they win or lose the combat (explained on the card and "Encounter a Patrol" on page 9).

A full example of combat against a card is shown on page 12.

Defeated

When your character suffers damage equal to your health, or your ship suffers damage equal to your hull, you become defeated. Tip your character standee over in your current space. Then **lose 3,000 credits** and **discard all of your secrets** (place the encounter cards on the bottom of their respective decks).

When you become defeated, finish the current step of your turn, but skip any actions or steps you have not started resolving.

A Defeated Character

During your next planning step, you must choose the option to recover all damage instead of moving, gaining credits, or using a "Planning" ability. Stand your character back up on the map—you are no longer defeated.

If an ability allows you to recover damage before the planning step, and this causes you to no longer have enough damage to be defeated, stand your character back up on the map.

Personal Goals

Each character has a personal goal on the front of their character card. By completing this goal, you gain 1 fame (as listed on the card), and then flip the card over. Once flipped over, the goal is replaced by a new ability that you can now use.

Most goals require you to perform a certain task a number of times. To track this, place a goal token on your character card each time you complete the task. When you flip the card over, discard all goal tokens on it.

A Goal Token

Example: Lando Calrissian needs to deliver two illegal cargo to complete his personal goal. Each time he delivers illegal cargo, place one goal token on his character card to track this.

Ship Goals

All ships bought during the game have ship goals listed on them. These goals function just like personal goals. By completing the goal on a ship, you can gain fame and flip the sheet over to gain a new ability (and a legendary name).

Combat Example

1. Boba Fett drew an encounter card which says he "may fight a ground combat." He chooses to do so.
2. He has a ground combat value of 3.
3. He rolls 3 dice for a total of 4 damage.
4. The player sitting on his left rolls 5 dice for the dragonsnake, as instructed by the encounter card. It rolls a total of 3 damage.
5. Since Boba Fett rolled more damage than his opponent, he won the combat. He gains 3,000 credits and 1 fame as instructed by the encounter card.
6. Boba Fett suffers 3 damage on his character, and places these damage tokens on his character card.

Jobs

"Heard about a job. Bigshot gangster. I'm putting together a crew." —Tobias Beckett

Jobs represent secret missions and heists that can grant a huge windfall of credits and fame. Some characters start with a job card, and more can be gained from the market deck.

Above each job's name is a list of the skills that will be tested when attempting it. Some of these skills are italic, which denotes that failing this test will likely result in failing the job. By collecting crew, you can build a diverse set of skills so that you are able to more easily complete jobs. However, remember that even if you do not have a skill, you can still test that skill (though you are less likely to pass).

Attempting a Job

To attempt a job, you must be in the destination listed on the card at the start of your encounter step. As your encounter for the turn, you may follow the instructions on the job card. This will often instruct you to resolve a specific databank card.

Job
INFLUENCE · TECH · STRENGTH
The Casino Heist
Cannot buy on Cantonica.
Destination: Cantonica
Encounter: Resolve card #42.
Reward: Gain 15,000. Then remove this card from the game.
42
The Casino Heist
1
Test Influence. If you fail, the job fails (keep the job card).
2
Test Tech. If you fail, your character suffers 1 damage and skip to step 4.
3
Test Strength. If you pass, complete this job.
4
Fight a ground combat against the local security (3). If you win and you are not defeated, complete this job. If you lose, repeat this step.

The Casino Heist job instructs you to resolve databank card #42.

The databank card lists a series of steps you must perform to complete the job and gain your reward. Read the card aloud, starting with step #1 and stopping if you are required to perform a test or fight a combat. After resolving a step on the card, **continue to the next consecutive step** unless instructed to do otherwise.

If you are defeated, the job fails. When a job fails, your turn ends (do not resolve any more steps on the card). Return the databank card to the deck, but keep the job card—you can attempt it on a future turn.

An effect on the card will instruct you to complete the job. When you complete a job, return the databank card to the deck and gain the reward specified on the job (usually credits, fame, and/or reputation). The reward will also instruct you to either discard the job card or remove it from the game (read the "Discarding and Removing from the Game" sidebar on the right).

Combat During Jobs

Many jobs require you to fight a combat against an enemy on the databank card (the player to your left rolls for the enemy). If you are defeated, the job fails. If you are not defeated, continue resolving the job. The databank card may specify other instructions based on whether you won or lost the combat.

Bounties

"You are free to use any methods necessary, but I want them alive. No disintegrations." —Darth Vader

Bounties represent missions to track down and capture (or eliminate), specific contacts. Some characters start with a bounty card and more can be gained from the market deck.

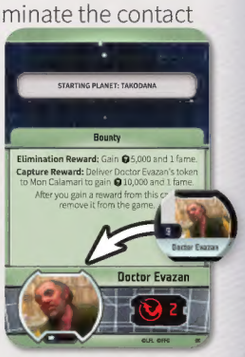
To gain rewards from a bounty, first you need to **find** the contact specified on the card, and then you need to **fight** it.

Each contact token has a class on its back (a number of colored pips), which is also shown on its bounty card. Use this information to help you find your target (for example, if you are looking for a green contact, avoid planets that do not have green contact tokens).

Normally, when you encounter a contact, you draw and resolve that contact's database card (as explained on page 10). However, if the contact token matches one of your bounty cards, you can choose to fight it **instead of** drawing the contact's databank card.

The contact's combat value is listed on the bounty card, as well either a ship or ground combat icon (fight this type of combat). The player seated to your left rolls dice for the contact.

If you win the combat, choose to either eliminate the contact (remove the token from the game) and gain the elimination reward, or capture it (place the token on the bounty card). You can deliver the captured contact token to a specific planet to gain the capture reward (see "Deliver Action" on page 9). After you deliver the captured token, **remove the token from the game**.


STARTING PLANET: TAKODANA
Bounty
Elimination Reward: Gain 5,000 and 1 fame.
Capture Reward: Deliver Doctor Evazan's token to Mon Calamari to gain 10,000 and 1 fame.
After you gain a reward from this card, remove it from the game.
Doctor Evazan
Doctor Evazan
2

Capturing a contact on a bounty.

If you win the combat and become defeated in the same combat, you eliminate or capture the contact before you become defeated.

After you gain the reward from a bounty, **remove the card from the game** (do not just discard it). If you lose the combat, you keep the bounty card and the contact token remains on the planet.

Discarding and Removing from the Game

Many effects during the game can **DISCARD** cards. When an encounter, market, or AI card is discarded, place it facedown on the bottom of its deck. When a databank card is discarded, return it to the deck in the proper place.

Some effects **REMOVE** cards or tokens from the game. When a card or token is removed from the game, return the component to the game box. It will not be used for the rest of the game.

Bounties on Crew

Sometimes you will have a bounty for a contact that is not on the map because a player has recruited that contact as a crew card.

If you have a bounty for your own crew card, you can fight a combat against that crew **as your encounter** during your encounter step. The crew uses the combat value on your bounty card as normal. If you win, return the crew card to the databank and either capture or eliminate its contact token. If you lose, the crew escapes to the nearest planet (return the crew card to the databank and place its contact token in the nearest empty contact space).

When you are fighting a combat against one of your own crew, you cannot use that crew's abilities or skills.

If you have a bounty for another player's crew card, you can fight a combat against that crew **as your encounter** during your encounter step, but only if you are in that player's space. At the start of combat, that player chooses whether they wish to protect the crew.

- If they protect the crew, you fight a combat against that player instead. Fight a ground combat if you are on a planet; fight a ship combat if you are at a navpoint space or the Maelstrom.
- If they do not protect the crew, fight the combat against the crew. The player to your left rolls dice for the crew, using the combat type and value on your bounty card.

Regardless of whether they protect the crew or not, if you win the combat, discard the crew card and either capture or eliminate its contact token. If you lose, they keep the crew and there is no additional effect.

EXTENDED GAME OPTION

Experienced players may wish for a longer, more epic game. When using this option, a player wins by acquiring 12 fame instead of 10. If using this option, make sure that all players know how much fame is needed to win the game before setup.

MODULAR MAP OPTION

For experienced players who like having to adapt their strategies, this option can be used to create a wide range of different maps.

Before setup, if all players agree to use this option, perform the following steps instead of using the map on page 4.

1. Take all 6 map tiles, and randomize them in a facedown stack. Because these tiles have slightly different shapes, we suggest randomizing them with eyes closed.
2. Flip over the top tile, and attach it to the Rebel and Syndicate patrol endcap.
3. One at a time, draw a map tile and connect it to the previously drawn tile. Connect the Hutt and Imperial endcap to the last tile placed to finish the map.

Due to the unknown nature of the modular map, it is not as tightly balanced as the basic map shown on page 4. That being said, some players prefer this option because it provides a new experience every game.

SINGLE-PLAYER GAME

It is possible to play *Outer Rim* by yourself. To do so, you control a character as normal, and you compete against one other character controlled by AI cards. The rules for playing a single-player game are described below:

Setup

Perform the normal steps of setup with the following changes:

- Set up all components for the AI as if they were a player.
- After choosing your character, choose a character to play against. It must be a character that starts the game with databank card #91 or #92.
- The AI player chooses the G9 Rigger as its starting ship.
- You are the first player. You gain 4,000 credits and the AI gains 6,000 credits as normal during step 5.
- Follow the setup instructions on the AI player's character card. Then place a goal token on the destination listed on their cargo or job (see "AI Goals" below).
- Shuffle the AI cards into a facedown deck, and place it near the AI player's character card.

Playing the Game

During the game, resolve your turn as normal. At the end of each of your turns, the AI player will take a turn. To resolve the AI player's turn, simply draw the top card of the AI deck and resolve it, starting at the top and proceeding downward.

If instructed to "do the first that applies," resolve the top bullet in that section, if possible. If this bullet would have no effect or cannot be resolved (for example, the AI player has no damage to recover), resolve the next bullet instead and so forth.

If instructed to "do all that apply," resolve each bullet in that section from top to bottom. Skip any bullets that would have no effect or cannot be resolved.

After resolving the card, discard it facedown to the bottom of the AI deck. You then resolve your turn as normal.

The first player to acquire 10 fame wins the game.

AI Player's Cards and Credits

Keep track of the AI player's fame, credits, and cards as if it were a real player (for example, place its cargo cards in a cargo slot on its ship).

The AI player **does not use abilities** on cards, except for abilities that increase the values of their ship or character (for example "Gain +1 "). They do not complete personal goals or ship goals.

AI Goals

The AI player uses goal tokens to mark which planets it can deliver cargo to or complete jobs on. These tokens are used to determine where the AI will move on its turn.

The AI player's first goal token is placed during setup on the destination planet of the starting cargo or job. Additional goal tokens are placed on the map by AI cards.

Moving

When the AI player is instructed to move, move their standee a number of spaces equal to their ship's hyperdrive value ( ). They will always move toward the nearest goal token on the map. If their space contains a goal token, they will not move.

If there are multiple paths by which the AI player could move toward a goal, they will move in the direction that brings it closest to its goal. Like a normal player, they must stop moving if they move into a patrol's space and do not have positive reputation with that patrol.

Unlike a normal player, the AI player can move through the Maelstrom as if it were a navpoint space.

Important: If the AI would end their movement at a navpoint but either of the two spaces they moved through before that navpoint is a planet, they stop on the planet instead.

Buying

Most AI cards allow the AI player to buy a card. The market deck that the AI buys from is always specified (for example: "Buy ."). The AI player can only buy when it is on a planet.

Before buying, the AI player will discard the top (faceup) card of the specified deck if any of the following apply:

- The card cannot be bought on the AI player's current planet.
- They do not have enough credits to buy the top card.
- They do not have any empty slots matching the top card.
- They are buying from the market deck and the top card does not cost more than the AI player's current ship.

The AI player will spend the required credits to buy the top card of that market deck, and then place the card in an open slot.

- They will not buy a card if they do not have a empty slot matching the top card of the deck.
- They must obey buying restrictions on cards, such as "Cannot buy on Kessel."
- They will only buy a ship that costs more than their current ship.

After buying a card, reveal the top card of that market deck and resolve patrol movement icons on the revealed card, moving the patrol toward the AI player.

Jobs and Illegal Cargo

Some AI cards allow the AI player to complete a job that it has. To do so, the AI player simply resolves the reward section of the job card. The AI player does not draw a databank card and **does not perform any tests**.

After the AI player delivers cargo or completes a job on a planet, remove 1 goal token from that planet.

When the AI player delivers **ILLEGAL** cargo, it ignores any instruction to roll a die on the cargo card. However, some AI cards instruct the AI player to suffer damage when it delivers **ILLEGAL** cargo.

Clarifications

Appendix 3 in the Rules Reference (pages 18–19) has clarifications and rules for resolving complex situations in a single-player game.

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QUICK REFERENCE

This page lists frequently referenced rules and icons that you may need to lookup during the game.

Combat

The player resolving their turn is the attacker. Resolve the following steps:

1. **Roll Attacker Dice:** The attacker rolls a number of dice equal to their combat value (either ground or ship combat value, depending upon the type of combat).
2. **Calculate Damage:** Each hit (✷) is 1 damage, and each crit (✸) is 2 damage.
3. **Roll Defender Dice and Calculate Damage:** The defender rolls a number of dice equal to their combat value, then calculates how much damage they rolled.
4. **Determine Winner:** The player that rolled the most damage wins the combat. In the case of a tie, the attacker wins. Resolve any abilities that happen based on winning or losing the combat.
5. **Suffer Damage:** Each player suffers the damage rolled by their opponent. Only players suffer damage.

Skill Tests

Roll 2 dice. You pass or fail based on the symbols rolled and if you have the required skill.

- **Unskilled** *(you do not have the skill)*: You need at least 1 crit (✸) to pass.
- **Skilled** *(you have the skill once)*: You need at least 1 crit (✸) or hit (✷) to pass.
- **Highly Skilled** *(you have the skill more than once)*: You need at least 1 crit (✸), hit (✷), or focus (👁)to pass.

Factions

Hutt

Syndicate

Imperial

Rebel

Crime Syndicates

There are many different crime syndicates in the galaxy including Black Sun, Pyke, and Crimson Dawn. Though each is its own organization, if you betray one of them, word of your deeds will spread through the criminal underworld.

For this reason, syndicate reputation represents your standing with all of the syndicates as a whole.

Market Decks

Bounty Deck: Consists mostly of bounties, but also includes some jobs that let you attack other players.
11 cards in this deck

Cargo Deck: Consists mostly of cargo, which can be delivered for credits and sometimes fame.
10 cards in this deck

Gear and Mod Deck: Consists of gear and mods that improve your combat values, health, hull, or hyperdrive.
15 cards in this deck

Job Deck: Consists mostly of jobs, but also includes some crew that can help in any skill test.
14 cards in this deck

Luxury Deck: Consists of expensive cards that always provide a way to gain fame.
11 cards in this deck

Ship Deck: Consists of ships you can buy.
9 cards in this deck

Icons

Hit

Crit

Focus

Positive

Neutral

Negative

Credits

Fame

Ground Combat Value

Health

Ship Combat Value

Hull

Hyperdrive

Droid

Frequently Overlooked Rules

- Fighting a bounty always happens during your encounter step, usually interrupting a normal encounter with a contact.
- Lose 3,000 credits and discard all your secrets when you become defeated.
- Patrols move after buying a card from the market deck. They do not move after discarding a card from the market deck.
- When you lose a combat against a patrol, move the patrol one space in any direction.
- When you win a combat against a patrol, lose one reputation with that patrol's faction and gain the reward on the patrol.
- If multiple players are tied for the most fame, they are all considered the most famous player. This means that at the start of the game, all players are the most famous player.